PlayStation

NTSC U/C

PlayStation®

GRANDIA™

EVERYONE

E

CONTENT RATED BY ESRB

SCUS-94457
94457

GAME ARTS

SONY COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GRANDIA™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY** **(1-900-933-7669)**

$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail (subject to availability) $5.00 - $20.00 for card recharge

Within Canada: **1-900-451-5757**

$1.50/ min. auto hints

For US callers, game counselors are available 8 a.m. - 5 p.m. PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY** **(1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8 a.m. - 6 p.m. Pacific Standard Time.

PlayStation Online **www.playstation.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

GRANDIA™

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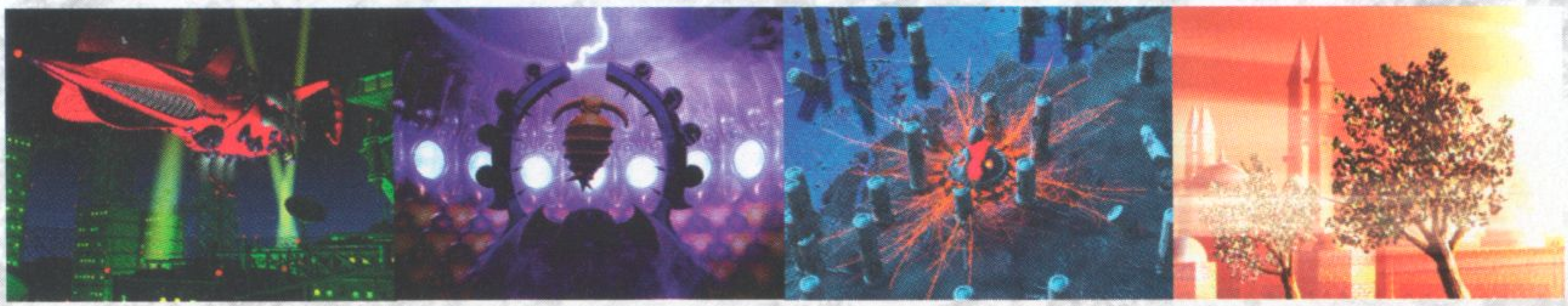
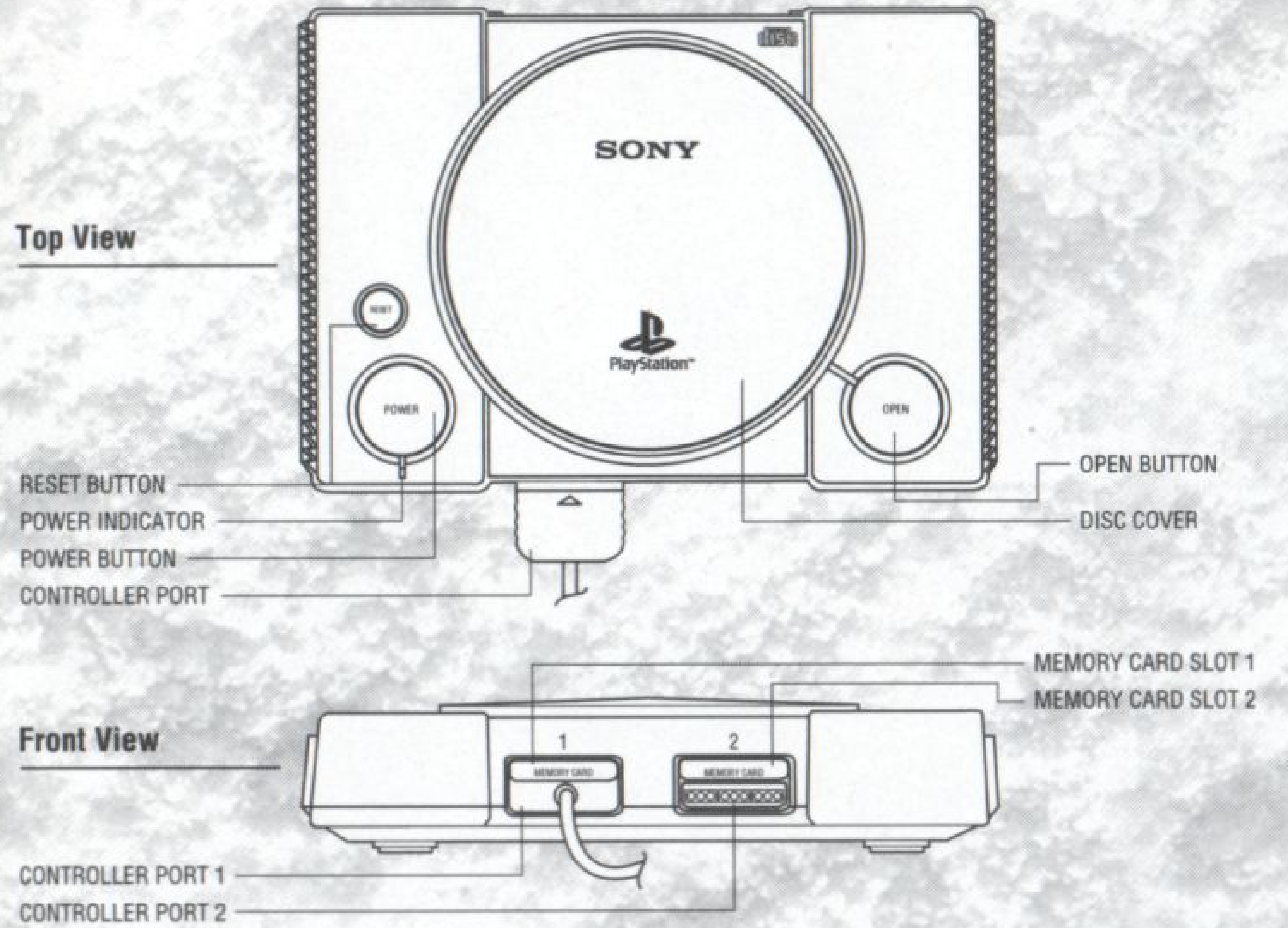


SETTING UP



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **GRANDIA™** DISC 1 and close the disc cover. Insert a game controller and turn ON the PlayStation game console. Follow on-screen instructions to start a game.

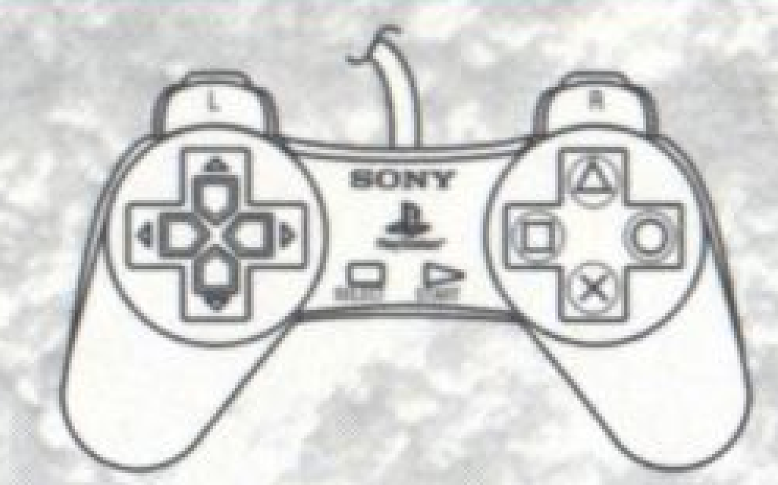
Memory Cards

To save game settings and progress, insert an optional Memory Card into Memory Card slot 1 or 2 of the PlayStation® game console before starting play. You can load your saved games from the same card, or from any Memory Card containing previously saved **GRANDIA™** games.

Although you can play **GRANDIA™** without a Memory Card, you will not be able to save or load your games. We recommend using a Memory Card.

Note: For more information, see page 7, "Load Game" and page 29, "Saving Your Game."

CONTROLS (DEFAULT)



You may have a controller that looks like this. If so, please follow the digital instructions outlined in this section. This is a digital controller and is compatible only in digital mode.

* The Left and Right Sticks of the DUAL SHOCK™ analog controller are functional only when the LED is ON (lit). Press the Analog mode switch on the controller to toggle the LED ON/OFF.

Menus

Start button . . . . Start game

Directional Buttons/Left Stick* . . . . Move highlighter

× button . . . . Enter commands; Start game

● button . . . . Cancel commands

L1/R1 buttons . . . . Toggle pages

* *Note: When using the DUAL SHOCK™ analog controller, you can turn the vibration function ON/OFF from the Options menu. See page 8, "Options."*

Exploration

Directional Buttons/Left Stick* . . .	Move character
Right Stick*	LEFT/RIGHT rotates screen; UP/DOWN zooms in/out
Select button	Open or close TownScope
Start button	Display in-game Option menu
× button	Talk to characters; Examine objects; Activate in-game icons including DungeonScope; close DungeonScope
● button	Make character run (use with Directional Buttons)
▲ button	Display Field Command screen
■ button	Zoom in
L1/R1 buttons	Rotate screen to left/right
L2/R2 buttons	Toggle compass direction (functional only in dungeons; non-functional in town)

Combat

Directional Buttons/Left Stick* . . .	Move cursor
× button	Enter command
● button	Toggle Tactics Play Fair command (see page 54)
▲ button	Cancel Tactics command in progress
■ button (hold)	Execute Look command
L1/R1 buttons (hold)	Switch from HP to SP display
L2/R2 buttons (hold)	Switch from HP to MP display

STARTING THE GAME

Shortly after you turn on your PlayStation® game console, the **GRANDIA™** Title screen appears. Press the START button to display the Main Menu.

Use the Main Menu selections to start a new game, load a saved game or access the Options menu before starting play.

Highlight your option selection with the Directional Buttons or Left Stick and press the START button or the × button.

Changing Discs

During play, when you complete DISC 1, a "Disc Complete" message appears, followed by a save game screen. Be sure to save your game (see page 29, "Saving Your Game").

Then press the OPEN button on the PlayStation® game console, remove DISC 1 and insert DISC 2. Close the disc cover and press the RESET button. Once the title screen appears, press the × button to continue your game.

Stopping Play

Before stopping, be sure to save your game so that you can continue play later.

NEW GAME

Start play from the beginning of the game with fresh characters. An opening movie introduces the adventure.

Note: You cannot skip the opening movie.

LOAD GAME

Load and resume play on a saved game. With the Directional Buttons or Left Stick, move the highlighter LEFT/RIGHT to select either Memory Card slot 1 or 2. Move the highlighter UP/DOWN to select the saved game to load. Then press the × button.

Highlight YES after the confirmation message and press the × button.

Note: To load a game, you must use a Memory Card containing a previously saved game. For more details, see page 29, "Saving Your Game."

OPTIONS

Select OPTIONS from the Main Menu to reset the following game features:

CAMERA

Reset this control to rotate the camera to the LEFT or RIGHT with the R1 button and/or L1 button.

SOUND MODE

Adjust this setting to STEREO or MONO depending on your sound system.

VIBRATION

When using the DUAL SHOCK™ analog controller, set its vibration function ON or OFF.

Use the Directional Buttons or Left Stick to change the options: UP/DOWN highlights an option; LEFT/RIGHT changes the setting. As you select each option in the upper window, a description of its settings appears in the lower window.

Press the ✕ button to accept the setting changes and close the menu. Press the ● button to cancel any changes and close the menu.

Story & Characters

THE AWAKENING

The mists of time blur the past, but it is said that long ago the Spirits bestowed their blessing upon humankind. As a symbol of their benediction, the mystic ones gave the Spirit Stone to their chosen people, the Icarians.

It is also said that the light of the Spirit Stone illuminated the world. Under its calming power, all people lived serenely in peace.

But the tranquillity was not to last. As humans flourished, their internal struggles increased and peace began to weaken. At the height of human prosperity, the peaceful era suddenly failed. The Spirit Stone shattered, scattering into seven fragments hither and yon. The Spirits vanished, and the fate of the Icarians was lost in time.

– The Story of Creation, as told by Angelou

In the far eastern corner of the Messina Continent lies the small port town of Parm. This once-sleepy village is coming to life in the throes of a booming industrial revolution. Young Justin matches the town's awakening with his own spirited energy. He yearns for adventures, just like his father's. As a keepsake, he always carries his father's amulet, the Spirit Stone.

One day, Justin and his friend Sue hike out to explore the Sult Ruins, a forsaken place north of Parm. While rummaging amid fallen towers and crumbling battlements, Justin spies something strange in the depths of an ancient shaft. Just then, a mysterious voice floats on the air ...

"Welcome, he who holds the Spirit Stone."

Stunned for a moment, Justin quickly becomes as alert as a fox. Could the voice be summoning him? Will it say more? Will the secret speaker appear?

Reaching in his pocket and raising the Spirit Stone high, Justin watches ... and waits. The Spirit Stone begins to feel warm, and suddenly a surge of power races through Justin. With his father's amulet, he might hold the key to the secrets of the ancient Icarians ... and a civilization lost in the swirling haze of time. At last, a magnificent adventure beckons. Justin vows to follow it, wherever it leads.

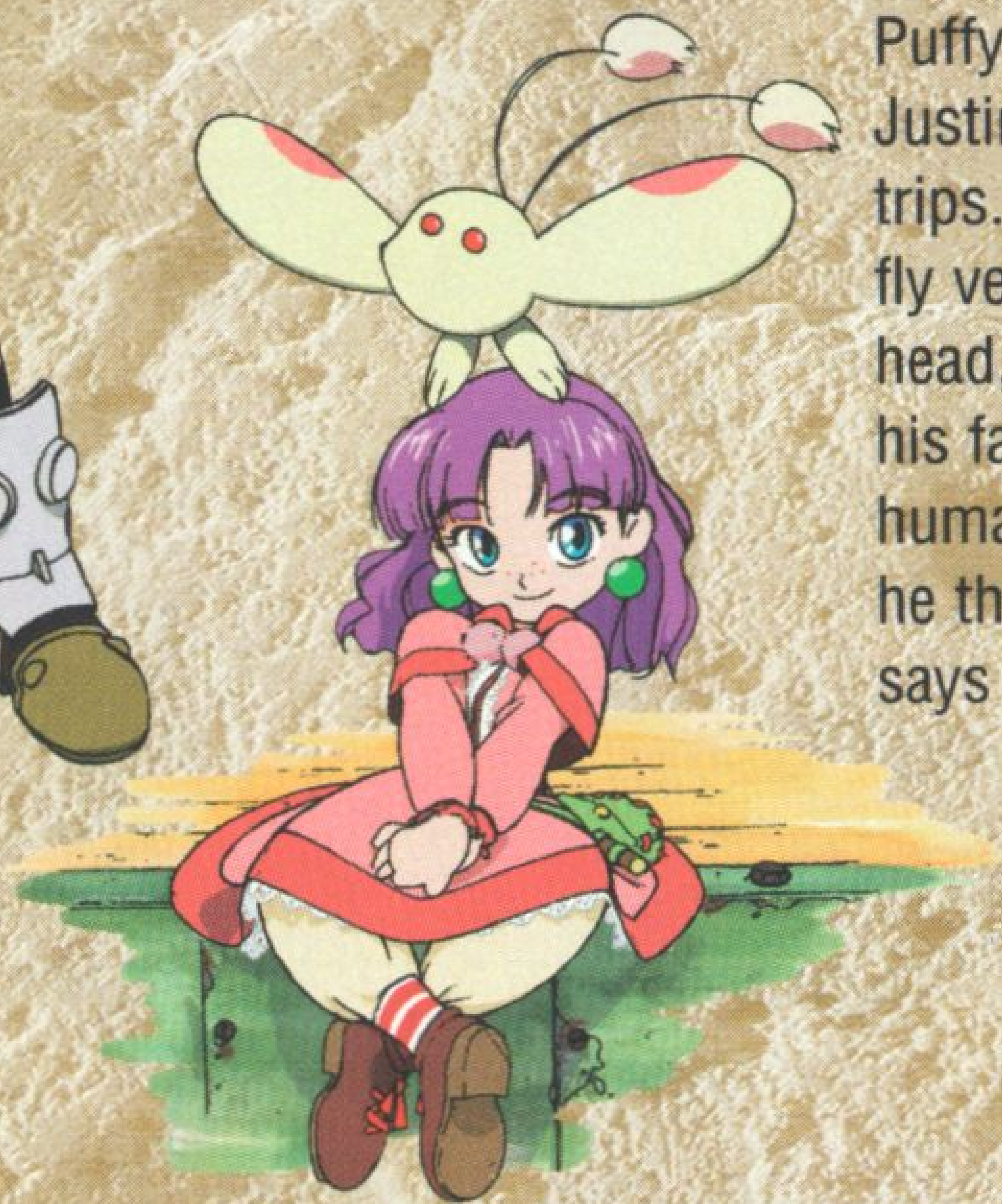
He is ready. If the voice will just speak again ...

JUSTIN

Justin lives with his mother Lilly in the town of Parm in the Old World. Enthralled by ancient civilizations, Justin is always daydreaming about going on adventures. He cherishes his Spirit Stone, a memento of his late adventurer father. He is a hot-blooded youth, full of drive and energy, but simple and good-natured. If he has a fault, it's that he acts rashly without thinking things through.

PUFFY

Puffy is a mysterious creature that Justin's father discovered on one of his trips. Though he has wings, Puffy can't fly very high. He usually rides on Sue's head, which suits him fine, since Sue is his favorite human. Puffy can understand human speech, but no one knows what he thinks of it all. The only thing he ever says is "Puff Puff!"



SUE

Sue is Justin's childhood friend. Since losing both her parents, she is being raised by her aunt and uncle. Precocious and energetic, Sue always tries to act like an adult, though her non-stop chatter sometimes gets on Justin's nerves. She intends to be Justin's guardian when she grows up.

FEENA

Feena is an adventuress living in New Parm in the New World. A master of knives and whips, she is the most able member of the Adventurers Society of the New World. Popular Feena is bright, beautiful and active.

GUIDO

A Mogay traveling salesman, Guido has a profound knowledge of history, which you'd never expect from his extremely cute looks.

GADWIN

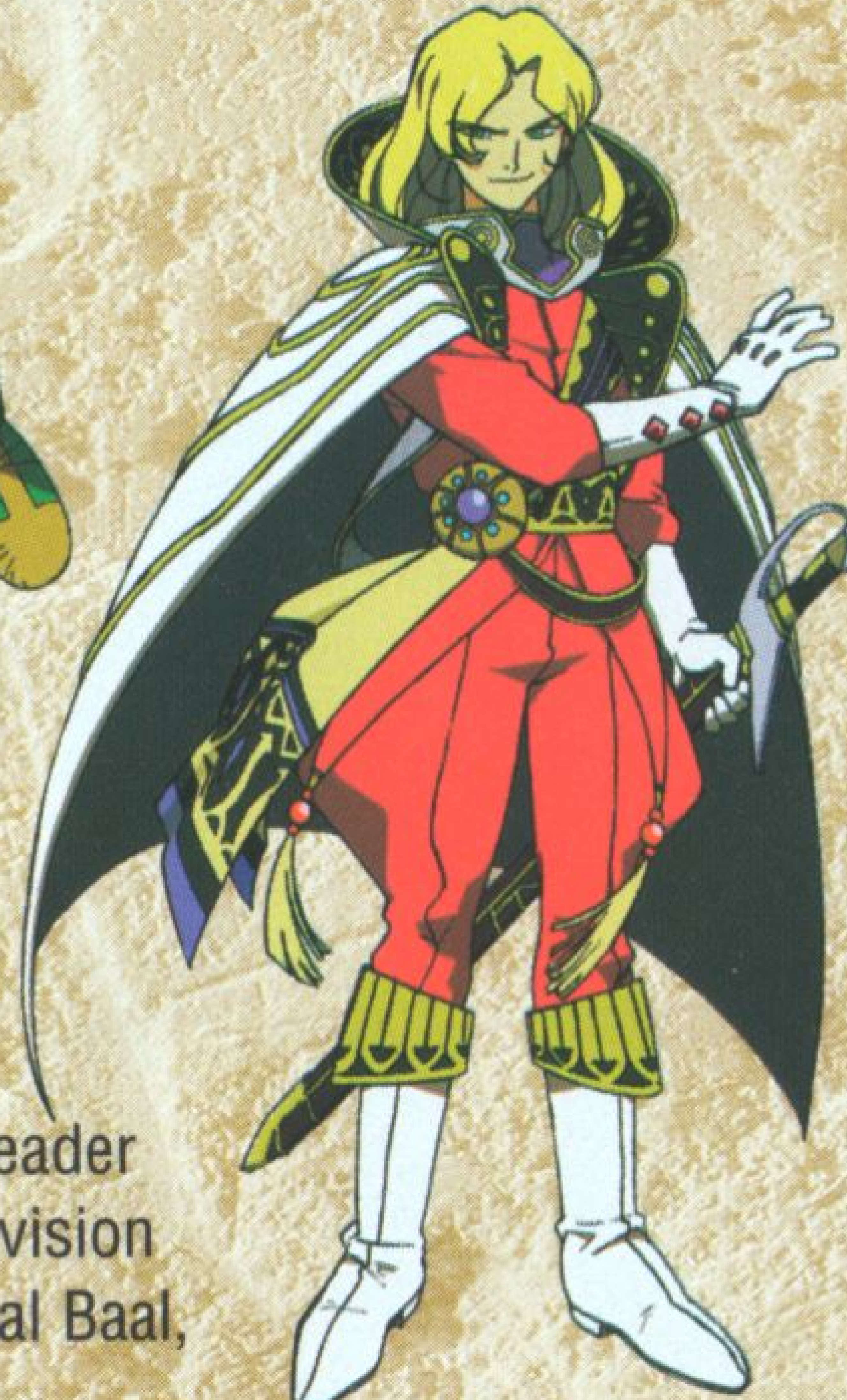
Gadwin is a masterful warrior whom Justin meets on his adventure. A man of few words, Gadwin does not say much about himself, but his sword-fighting skills speak for him. They have a deadly power that can only be obtained through many years of study.

MILDA

A well-built warrior from Laine, Milda would rather fight with her body than her brain.

RAPP

A hot-blooded youth from the village of Cafu, Rapp is courageous and strong but has never learned manners.



COLONEL MULLEN

A soldier in the Garlyle Forces, a private army. A talented leader who is popular among the common soldiers, he leads a division carrying out secret military operations. His father is General Baal, supreme commander of the Forces.

LEEN

Serving as aide-de-camp to Colonel Mullen, Leen's un-soldierly kindness and attractive looks have endeared her the common soldiers. By participating in secret operations, Leen has acquired a special place within the military.

GENERAL BAAL

Baal is the supreme commander of the Garlyle Forces, the private security forces of the Joule Foundation which was the major developer of the town of Parm. Recently General Baal has begun to distance himself from the Foundation and forge ahead with his own secret activities.

NANA, SAKI & MIO

Soldiers in the Garlyle Forces, these three young women are all sergeants in rank.

LIETE

Liete is a mystical young woman whom Justin meets in the Sult Ruins. She is shrouded in mystery. With her wisdom and skill, it is unclear whether she is an apparition born of the power of the ancient civilization or an actual living person.

LILLY

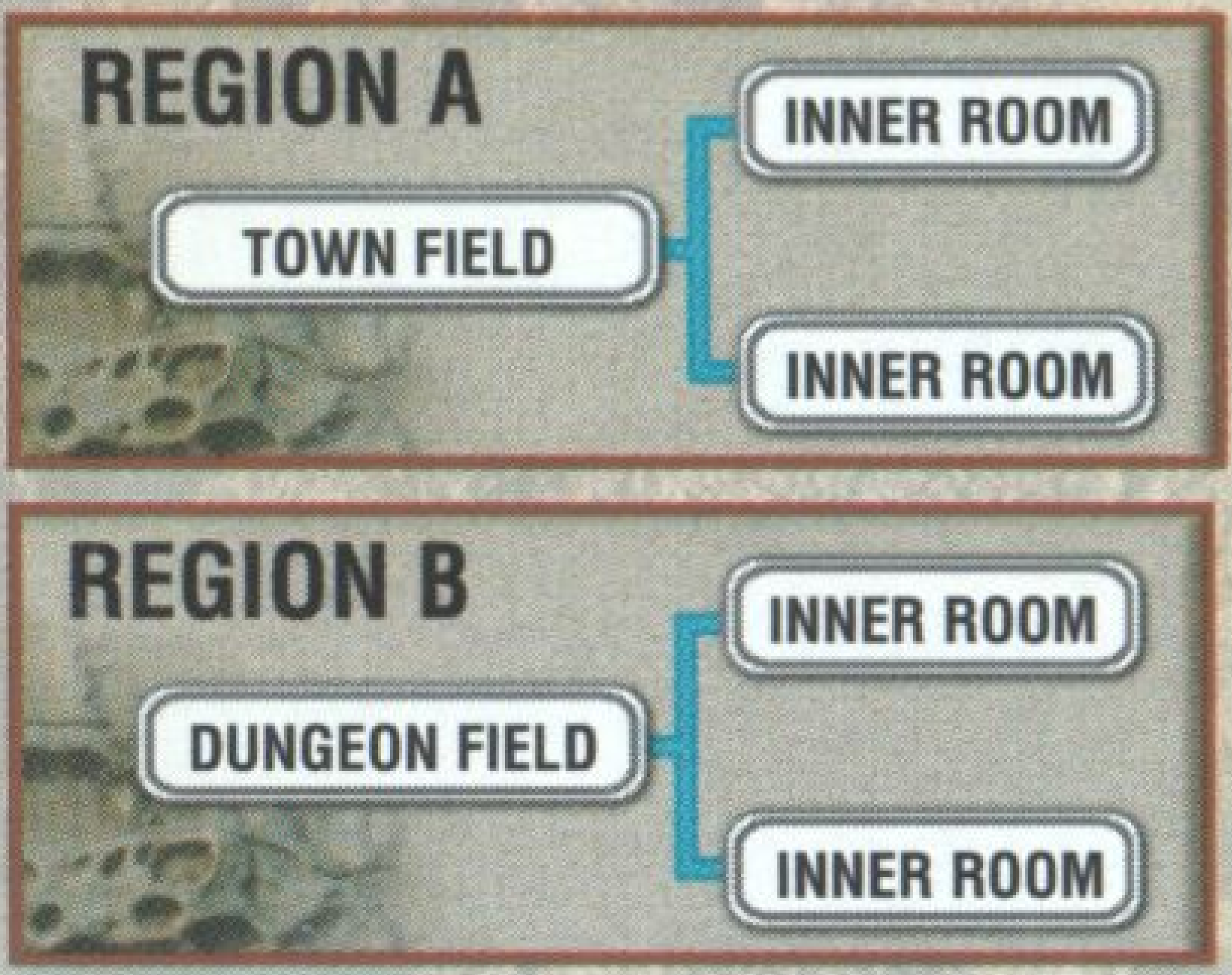
Justin's mom Lilly manages the Seagull Restaurant in the town of Parm. With a frank and straightforward personality, she is quick to chide Justin every time he gets in some sort of mischief, but she understands him well.

JAVA

A retired adventurer, Java has become an oddball old man living near the abandoned Leck Mines. If you question him, he'll tell you he's still an active adventurer.

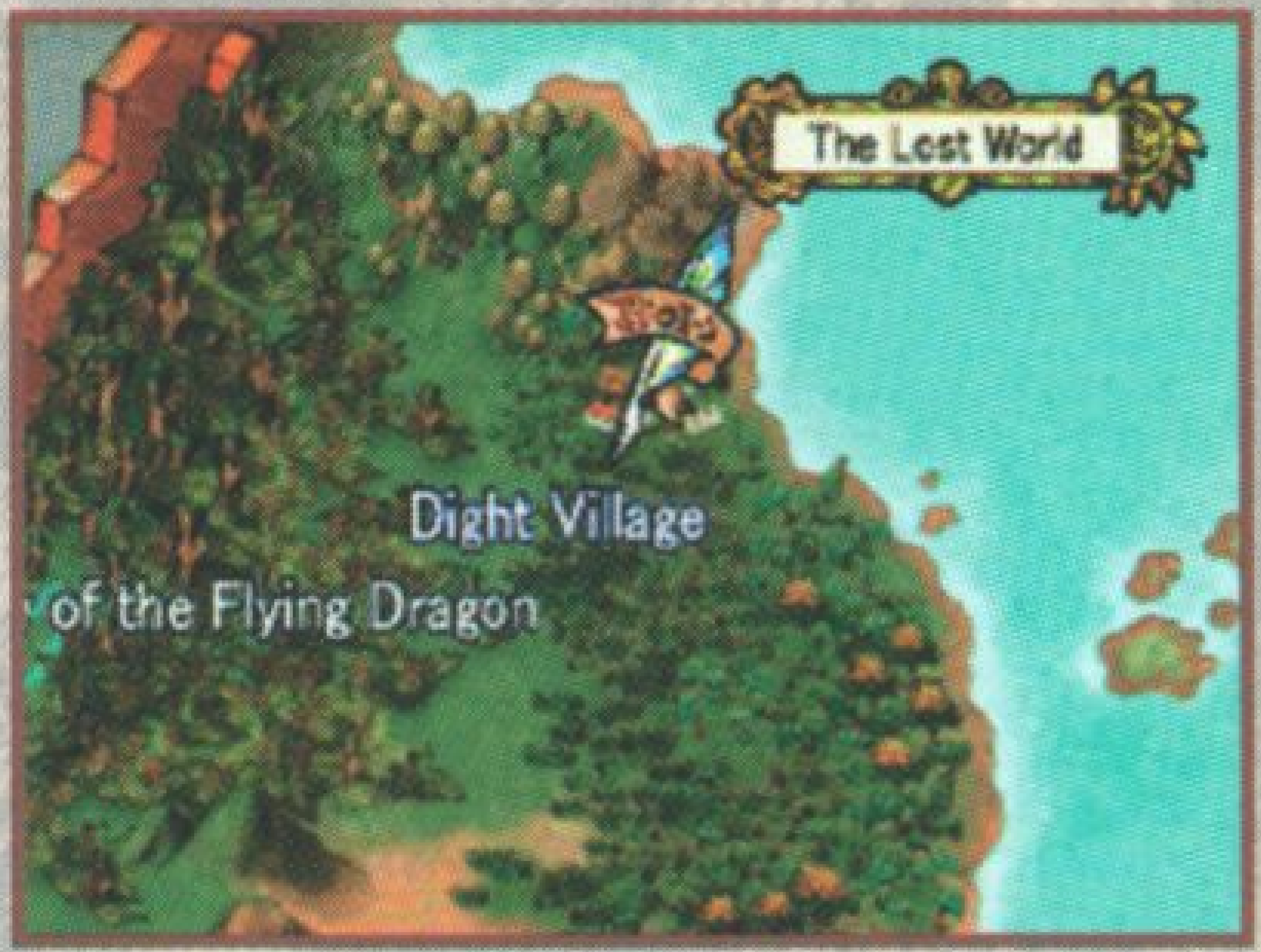
Exploration

GAME SETTING



Regions

The complete **GRANDIA™** adventure explores a number of large regions. Smaller "fields," mainly towns, dungeons and rooms, make up each region. Towns and dungeons have a similar basic structure; rooms are attached to towns or dungeons. The main way to move between regions is to use area maps.



Area Maps

When you arrive at certain locations such as field exits, an area map may appear. This shows your current location and the surrounding regions. Use the Directional Buttons/Left Stick to select another region as your destination, and then press the ✕ button.

Note: The choice of regions changes and increases as the scenario proceeds.

GAME FIELDS

Towns

Towns are in regions where people live. When in town, you'll see a compass in the upper right of the screen. The red portion of the compass ring always points north as you explore the town. This tells you which direction you're traveling, and helps you find your way back to specific locations in the town. If the name of a location appears when you stand in front of a gate or the door to a building, this means you can enter another field or room from that spot.

Note: Signposts also direct you to other fields. Stand in front of one and press the × button to read the signpost.

Dungeons

Dungeons exist as caves or ruins in regions inhabited by monsters. As in towns, when you're exploring a dungeon a compass appears in the upper right of the screen. The red portion of the compass ring always points north, adjusting to your direction as you travel. If the name of a location appears as you explore, this means you can enter another field or room from that spot.

The Dungeon Compass

When you're in a dungeon, the compass needle always points in the direction of the exit, or destination. The closer you get to the destination, the faster the needle rotates; the further away you move, the slower the needle rotates. If the needle spins randomly, not pointing in any fixed direction, then there is no destination in that field. Use the L2/R2 buttons to toggle the compass direction among different exits.

Rooms

Rooms are the interiors of houses, cafés, shops and other small buildings, which you enter from the outside town or dungeon. The compass does not appear in rooms, and you cannot change the viewing angle (the L1/R1 buttons are not enabled). Some rooms have more than one level. Use the same doorway to exit the room as you did to enter it.

DISCOVERY

Conversing with Characters

Press the × button next to a character; if that person is able to speak, you'll begin a conversation. Continue pressing the × button to scroll through the conversation. Talk to various characters to get as much helpful information as possible. A character may have more to say after the first conversation, so come back to talk to interesting townspeople more than once.

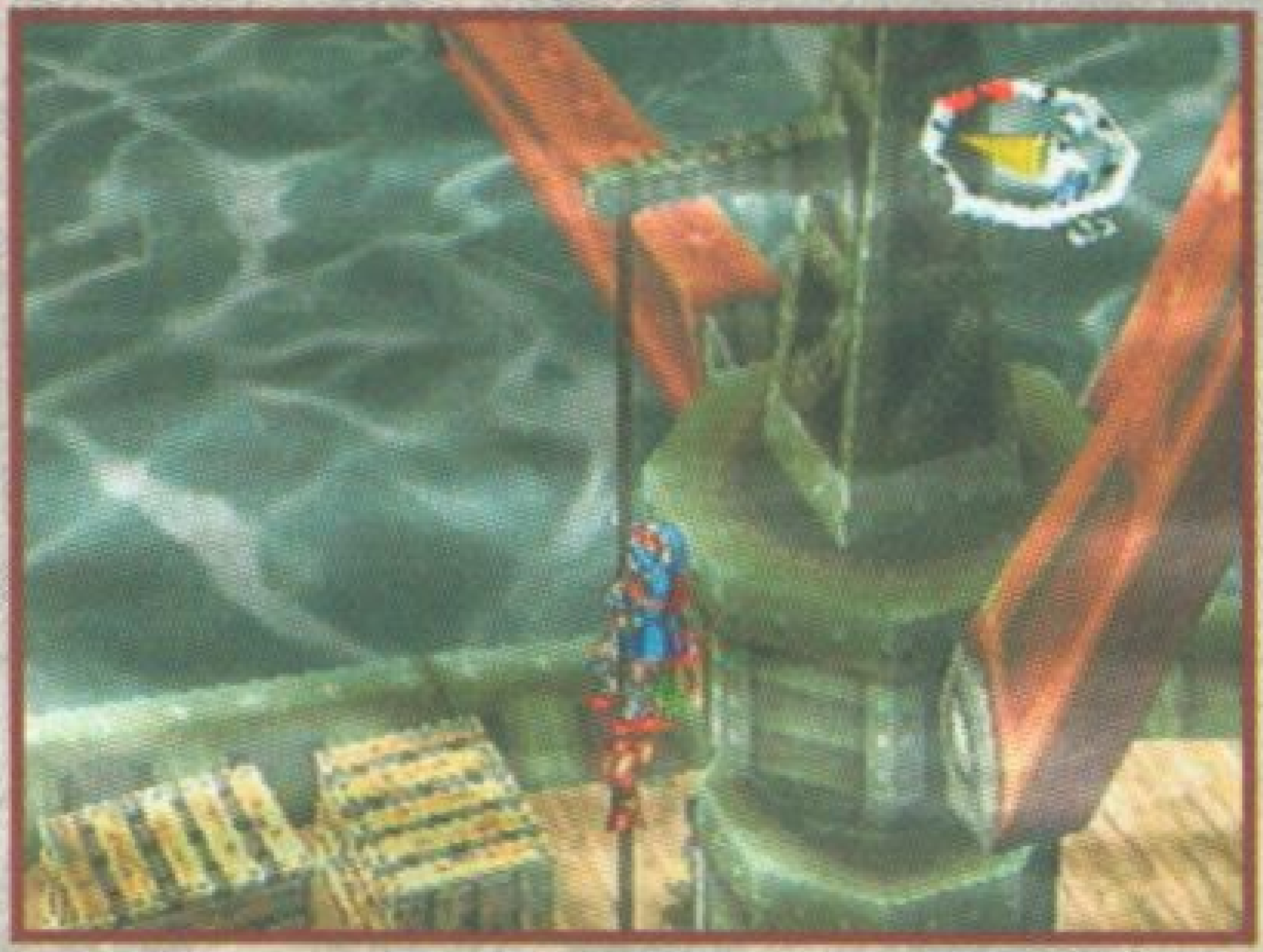
Certain characters may join your party after you talk to them. You may also have a choice of responses during a conversation. If so, use the Directional Buttons/Left Stick to highlight your chosen response and press the × button. Different responses may elicit new information, so be daring - ask questions!

Investigating Items

Press the × button near signboards, bookshelves, chests and other objects to investigate them. You may get useful information, and even uncover important items!

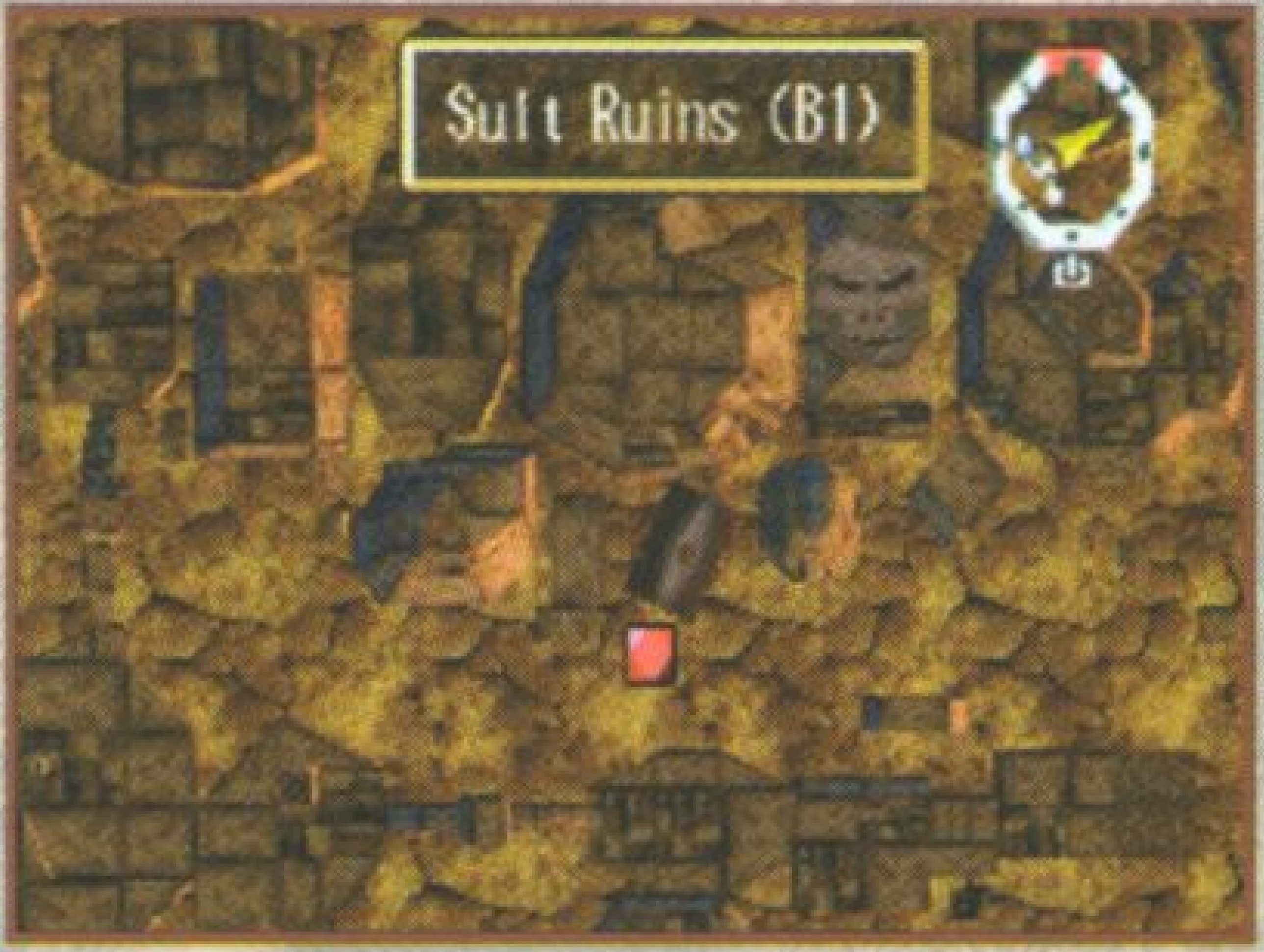
Climbing Ropes

Press the × button in front of a rope to grab onto it. Then press or move the Directional Buttons/Left Stick UP/DOWN to climb up and down the rope. Press the × button near the ground to get off the rope.



TownScope

Press the SELECT button in a town to go to the Town Scope. This bird's-eye vista shows you the lay of the land and the positions of people in the vicinity of your character, from an overhead view. Use the Directional Buttons/Left Stick to scroll the display in any direction. The Town Scope is always displayed with the same direction up, regardless of which way Justin is facing. To close the TownScope and return to the town, press the ×, ●, ▲ or SELECT button.



DungeonScope

In a dungeon, move Justin next to a DungeonScope icon and press the × button to open the DungeonScope. This bird's-eye view shows you the surrounding terrain and the positions of items and monsters near your party. To return to the dungeon, press the ×, ●, ▲ or SELECT button.

Action Icons

Move Justin next to any of the action icons found in a dungeon and press the × button to cause some sort of action to occur depending on your location. Action icons only appear in a dungeon once your party gets close to their location.

Acquiring Items

Move Justin next to an item or treasure chest and press the × button to open the item command menu. Use its options to acquire items (except for gold pieces, which are automatically added to your party's gold piece total). Use the Directional Buttons/Left Stick to highlight a command, and press the × button.

Remember:

- Each character can carry up to 12 reserve items at a time.
- Gold pieces and items currently equipped are not counted as carried items.

Item Commands

AUTO
The computer randomly selects the character to receive a new item.

MANUAL
You manually select the character to receive a new item.

USE
Use an item on the spot rather than carry it. (This command is not available if its name is grayed out.)

DISCARD ITEM
Discard the new item. You cannot do this for some items, so if a character is already carrying 12 items, use DISCARD INVN to reduce the number of items in your inventory, then get the new item.

DISCARD INVN
Throw out an item being carried. Select the item to discard from a list of items in your inventory. (You cannot discard items whose names are grayed out.)

Note: Discarded items cannot be recovered.

Storing Items

Move Justin next to a Stashing Place icon found in buildings and other places and press the × button to use your Stashing Place for storing items. A Stashing Place menu appears in the upper left of the screen. Use its options to store items or retrieve them from your Stashing Place. Use the Directional Buttons/Left Stick to highlight a command, and press the × button.

Note: Although there are many Stashing Place icons, all of them store or retrieve items in or from the same Stashing Place.

STASH ITEM

Store an item in your Stashing Place. Highlight the item to store and press the × button. You can stash up to 99 copies of the same item in the Locker.

GET ITEM

Retrieve an item you previously stored. Highlight the item to retrieve and press the × button. Then highlight the character who will carry the item and press the × button. You cannot give items to a character who is already carrying the maximum number of items (12).

CANCEL

Close the Stashing Place menu.

Note: You cannot use the ● button to cancel this menu.

Buying Weapons

Move Justin next to a Buy Weapon icon inside a shop or elsewhere when you are interested in buying weapons. Press the ✕ button to display the Buy Weapon menu. While you are considering different weapons, triangles appear on characters' faces to indicate how each weapon will affect that character's attributes of Attack, Defend, Wit and Agility (from left to right). A yellow triangle indicates an increase, while a blue triangle indicates a decrease.

When you select a weapon, a command menu appears. Use the Directional Buttons/Left Stick to highlight a command, and press the ✕ button. When you buy a weapon, the purchase price is deducted from your party's number of gold pieces.

Note: Your party must have enough gold pieces in order to buy a weapon.

Weapon Commands

EQUIP

Equip the character with the purchased weapon. Highlight the character to be equipped (after checking the attribute changes as shown on screen) and press the ✕ button. When a new weapon is equipped, the item that the character was originally equipped with is placed in the character's inventory. This command cannot be used if a character is already carrying the maximum number of items (12).

TRADE

Sell (at a trade-in price) the weapon that a character is currently equipped with and immediately equip the character with the newly purchased weapon. Highlight the character to be equipped (after checking the attribute changes as shown on screen) and press the ✕ button. This command is not available for characters who cannot use that weapon.

BUY

Purchase the weapon without equipping it. Highlight the character who will carry the weapon and press the ✕ button. This command cannot be used for characters already carrying the maximum number of items (12).

Buying Armor

Move Justin next to a Buy Armor icon inside a shop or elsewhere when you are interested in acquiring armor. Press the × button to display the Buy Armor menu. There are four types of armor: Body Armor, Shoes, Shields and Helmets. Each type protects a different part of the body.

Use the Buy Armor menu in the same way as for buying weapons (see page 25, "Buying Weapons"). When you buy armor, the purchase price is deducted from your party's number of gold pieces.

Note: Your party must have enough gold pieces in order to buy armor.

Buying Miscellaneous Items

Move Justin next to a Buy Item icon inside a shop or elsewhere when you're interested in acquiring items or accessories. Press the × button to display the Buy Item menu. Highlight an item to buy and press the × button. Then highlight the character who will carry it and press the × button again.

Use the commands for purchasing rings or other items which may be equipped as accessories in the same way as for weapons and armor. See page 25, "Buying Weapons."

When you buy an item, the purchase price is deducted from your party's number of gold pieces.

Note: Your party must have enough gold pieces in order to buy an item.

Note: Characters who are already carrying the maximum number of items (12) cannot buy additional items. However, a character can discard one or more items (see page 31, "Items"), and then buy additional items.

Learning Magic

Move Justin next to a Learn Magic icon inside a shop or elsewhere to learn a magic attribute. Press the ✕ button to display the Learn Magic menu offering four magic attributes: Fire, Wind, Water and Earth. You can learn one magic attribute in exchange for one Mana Egg.

Highlight a magic attribute and press the ✕ button. Then highlight the character who will receive the attribute and press the ✕ button again. Characters cannot receive attributes they already have. In addition, magic attributes that a character can receive may be limited depending on the character.

Magic Menu Items

MANA EGGS
The number of Mana Eggs carried by all party characters.

MAGIC ATTRIBUTES
Left to right: the attribute icon, the magic spell learned when the magic attribute is received, and the character attribute that increases along with the magic attribute skill level.

ATTRIBUTE COMBINATIONS
The combinations of magic attributes.

CHARACTER WINDOW
The magic attributes already acquired by each character.

Selling Items

Move Justin next to a clerk at the counter of a shop or elsewhere when you're interested in selling an item. Press the × button to display a menu where you can sell items at trade-in prices. Highlight the item you want to sell and press the × button. When you sell an item, its trade-in value is added to the party's number of gold pieces. You cannot sell items whose names are grayed out.

Resting

Move Justin next to the clerk at the counter of an inn (in town), a camp (in a dungeon) or any similar place when your characters need resting. Press the × button to display a menu of choices for resting (the menu may differ depending on your location).

NORMAL REST

Recover all hit points (HP), magic points (MP) for levels 1-3 and special points (SP) used, and also restore any fallen characters or other status disorders.

REST WITH A MEAL

Gain Normal Rest recovery plus listen to stories told by the party characters and other major characters who are present. Press/move the Directional Buttons/Left Stick LEFT/RIGHT to select the character whose story you want to hear and press the × button. To end your meal, highlight the icon above Justin's head and press the × button.

Note: You may not be able to end a meal until you hear a certain story.

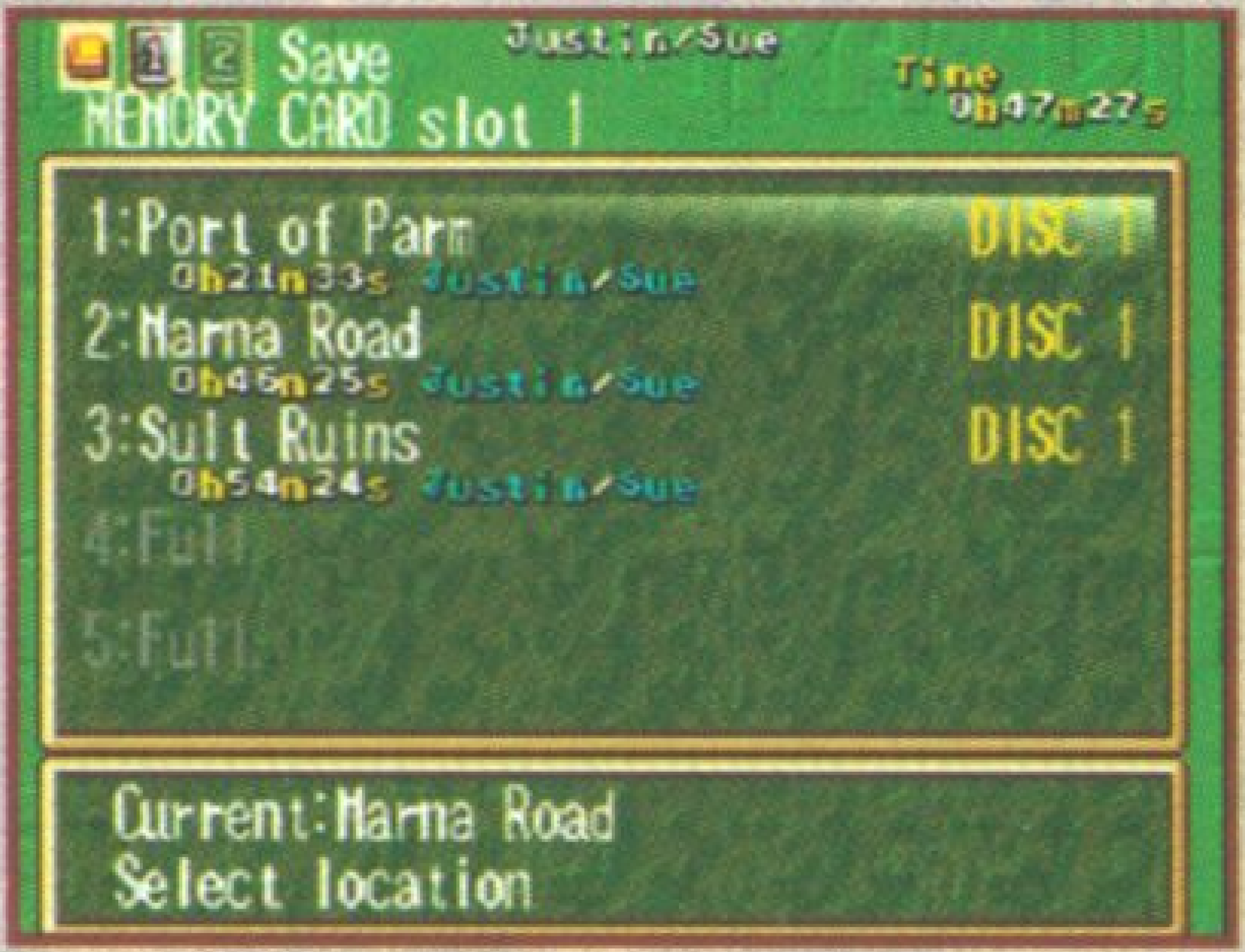
SAVE GAME

Save your game up to the point you've played so far. See page 29, "Saving Your Game" for details.

CANCEL

Close the Rest menu.

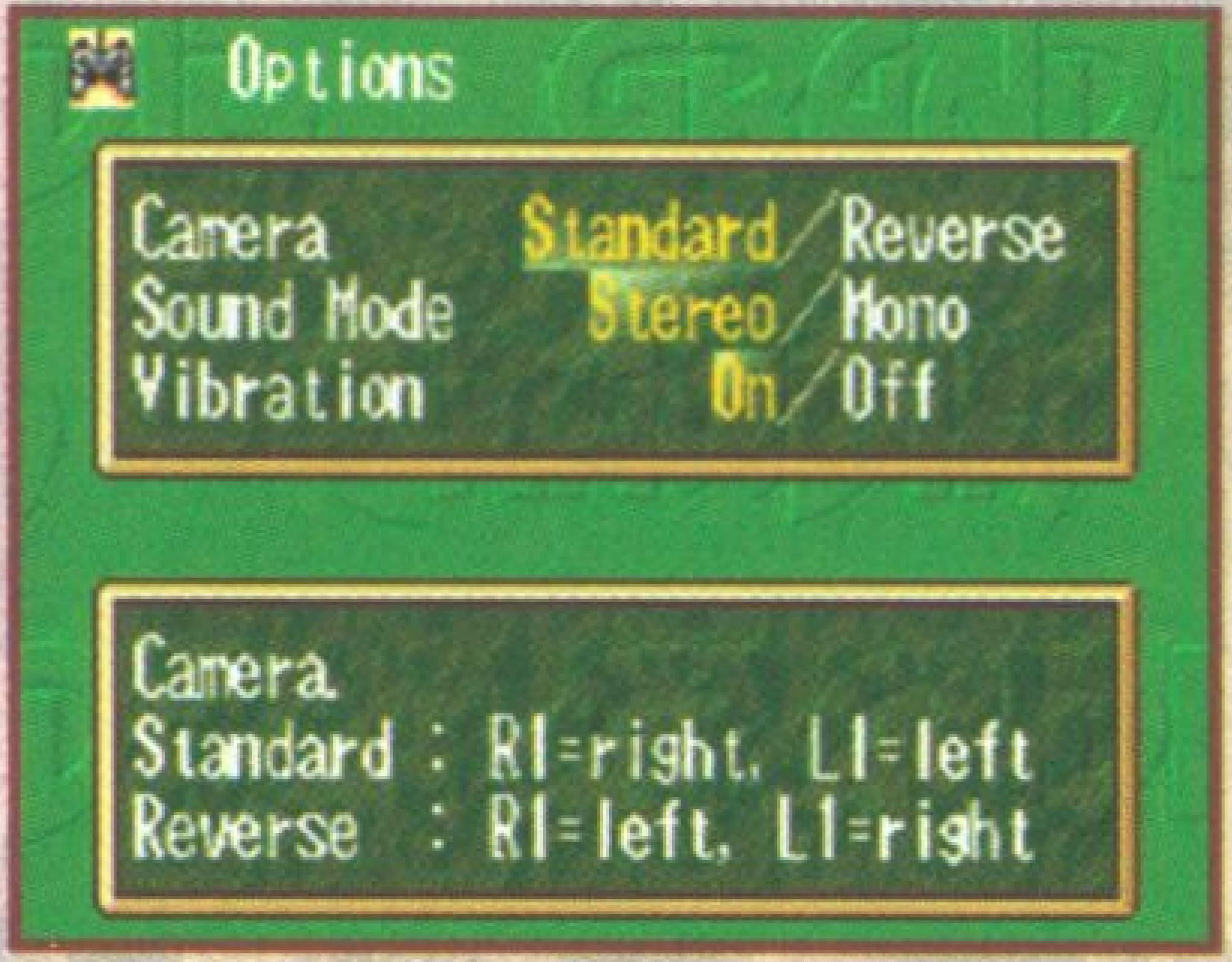
SAVING YOUR GAME



You can save your game progress and all you've achieved during the quest. Move Justin into a Save Game light cone and press the × button to display a menu for saving your game. You can also save your progress from the Rest menu.

1. Highlight the Save Game option and press the × button.
2. Press/move the Directional Buttons/Left Stick LEFT/RIGHT to highlight either Memory Card slot 1 or 2, and then press UP/DOWN to highlight the location to save the game
3. Press the × button, highlight YES after the confirmation message, and press the × button again to save the game.

Note: If you select a location that already holds a saved game, the older game will be deleted when the new game is saved. Be sure you want to delete an older game before overwriting it,



Resetting Options During Play

During exploration, you can press the START button to display the Options screen. For details on the Options menu, see page 8, "Options."

THE FIELD COMMAND SCREEN

Press the ▲ button while exploring a town or dungeon to display the Field Command screen. Use the Directional Buttons/Left Stick to highlight the icon of the command you want to execute and press the ✕ button.

Note: Press the L1 or R1 button to select a different character.

Field Command Screen Components

Command Icons

Total Gold Pieces of Party

Command Icon Name

Character Status Window

Character Status Window Components

Character's Name

Current/maximum HP Value

Current/maximum SP Value

Current/maximum MP Value
Top to bottom: Level 1 Magic Points, Level 2 Magic Points, Level 3 Magic Points

Status
-GOOD- indicates no status disorder

Level

Note: A separate window appears for each party member.

FIELD COMMANDS

Items

Select this icon to manage the items carried by party characters. Then select a character. You'll see the items carried by that character and the Items command icons. Select an icon to activate the command.

Note: To select a character, icon or item, highlight it and press the ✕ button. To back up, press the ● button.

Item Commands

USE

Use an item. After selecting the item, if necessary, select the character to use the item.

GIVE

Give an item to another party character. After selecting the item, select the character who'll receive the item. Characters already carrying the maximum number of items (12) cannot receive items.

DISCARD

Discard an item. Select the item to discard. (Discarded items cannot be recovered.)

Note: Commands cannot be used on items whose names are grayed out.

Equip

Select this icon to manage the equipment worn by party members. Then select a character. You'll see the equipment worn by that character and the Equip command icons. Select an icon to activate the command.

Note: To select a character, icon or item, highlight it and press the ✕ button. To back up, press the ● button.

Equip Commands

CHANGE

Switch an equipped piece of equipment for another one in the party's inventory. Select the piece of equipment to be changed, and then select the new piece to be equipped. To complete this process, you may also need to confirm any changes in the character's attributes.

Note: Only equipment items that the character can be equipped with are displayed by this command, though the character may be carrying more.

TRADE

Trade equipment items with another party member. Select the piece of equipment to trade and then select the new piece of equipment (from the list that appears) to take its place. To complete this process, you may also need to confirm any changes in the character's attributes.

Note: Commands cannot be used on items whose names are grayed out.

Magic

Select this icon to check information related to magic or moves, and to use magic spells. Then select a character. You'll see the magic learned by that character and the Magic command icons. (Moves are used only in combat, and not during exploration. For an explanation of Moves, see page 50, "Moves/Magic.")

Select the magic spell you want to use. Depending on the spell, you may need to select the character who will receive its effects.

Note: To select a character, icon or spell, highlight it and press the ✕ button. To back up, press the ● button.

Magic Command Items

MAGIC COMMAND ICONS
Left to right: Level 1 spells, Level 2 spells, Level 3 spells, Skills.

CURRENT/MAXIMUM MP VALUE

MAGIC SPELL DATA
Left to right: Spell Attribute icon, magic spell name, spell's power, MP consumed, magic attribute whose skill experience level increases when spell is used.

Note: When the Skills icon is selected, the "move name," "special points" (SP) consumed, and "weapon type" are displayed instead.

Magic Attribute Skill Levels/Skill Experience Points

Effects of Selected Spell

Note: Magic spells whose names are grayed out cannot be used.

MAGIC SPELL POWER
This tracks the number of times a particular magic spell is used. When this level increases, so does the power of the magic spell. The power is shown by the number of stars (H), becoming "H MAX!" at the highest level (5).

Moves

Select this command to check information related to magic attribute and weapon type skill levels. Then select a character. You'll see the skills held by that character and the Moves command icons.

Note: To select a character, icon or spell, highlight it and press the × button. To back up, press the ● button.

Moves Command Items

MAGIC COMMAND ICONS

Left to right: Level 1 spells, Level 2 spells, Level 3 spells, Skills.

MAGIC SPELL DATA

Left to right: names of magic spells learned ("?????????" indicates spells not yet learned) and the icons of magic attributes and skill levels required to learn that magic spell

Note: When the Skills icon is selected, the "move name" and "weapon type" are displayed instead.

SKILL LEVEL

This tracks the number of times a particular magic spell or weapon type is used. When this level increases, so do the character parameters corresponding to that magic attribute or weapon type. The skill level of a magic attribute or weapon type increases by one level each time the attribute or weapon accumulates 100 experience points.

In addition, when a magic attribute or weapon type reaches a certain skill level, a new magic spell or move can be learned. More than one condition may apply for learning a new spell or move. Even with the same magic attribute or weapon type, the spells or moves learned may vary depending on the character.

Magic Attributes

Magic attributes are the basic elements required to use magic. To acquire them, use the Learn Magic icons in shops and similar rooms (see page 27, "Learning Magic"). Some characters cannot acquire certain magic attributes.

FIRE
Basic element required for magic spells that use the characteristics of heat or fire.

WIND
Basic element required for magic spells that use the characteristics of air or wind power.

WATER
Basic element required for magic spells that use the characteristics of water or currents.

EARTH
Basic element required for magic spells that use the characteristics of earth or minerals.

Combination Attributes

When a character's skill level reaches a certain point in two magic attributes (in four different combinations), that character can learn magic spells with combination attributes.

Note: Combination attributes do not have skill levels.

LIGHTNING
Fire + Wind

BLIZZARD
Water + Wind

FOREST
Water + Earth

EXPLOSION
Fire + Earth

Weapon Types

These are the general weapon types. Each character uses a different pre-determined weapon type.

DAGGER
Small knives used to attack by thrusting.

SWORD
Weapons used to attack by cutting and slashing.

MACE
Heavy blunt weapons used to pound an enemy.

AX
Large bladed weapons that are brandished to attack.

BOW
Weapons that can attack from a distance.

WHIP
Whip-shaped weapons that are brandished and cracked.

Status

Select this command to check general information about a character. Then select a character to see the information described on this page.

Note: To select an icon or character, highlight it and press the ✕ button. To back up, press the ● button.

Status Icon

Party's Total Gold Pieces

Equipment Status Window (see page 39)

Skill Level Status Window (see page 40)

Basic Status Window 1 (see below)

Basic Status Window 2 (see page 37)

Basic Status Window 1

STR (Strength)

VIT (Vitality)

WIT (Wit)

AGI (Agility)

Overall Growth

Basic Status Window 2

CURRENT/MAXIMUM HP VALUE
The character's Hit Point (life force) value decreases as the character takes damage. The current value is on the left; the maximum value on the right.

CURRENT/MAXIMUM SP VALUE
The character's Special Point (ability to execute moves) value decreases each time the character uses a special move. The current value is on the left; the maximum value on the right.

CURRENT/MAXIMUM MP VALUES
The character's Magic Point (spell-casting ability) value decreases each time the character uses a magic spell. The current value is on the left; the maximum value on the right.

Note: Magic points are calculated separately for Level 1 magic, Level 2 magic and Level 3 magic.

STATUS
The character's condition. -GOOD- indicates no status disorder. See page 38 for a list of status disorders.

TOTAL EXPERIENCE POINTS
Total number of experience points earned so far.

NEXT LEVEL EXPERIENCE POINTS
Experience points required to achieve the next level.

Status Disorders

A status disorder is a state in which a character's actions are somehow limited. Various disorders are shown by the following icons appearing on the Status line in a Character Status window. Disorders are completely restored by resting at an inn or camp; they can also be restored by using certain items.

POISON
The character has suffered a Poison attack in combat, and will continue to receive damage.

PLAGUE
The character has suffered a Plague attack in combat, and will randomly suffer reductions in attributes or drowsiness, paralysis, confusion or other status disorders.

FALLEN
The character's HP value has decreased to 0, and the character cannot participate in combat.

MOVE BLOCK
The character has suffered a Move Block attack, and cannot use special moves.

MAGIC BLOCK
The character has suffered a Magic Block attack and cannot use magic.

Equipment Status Window

WEAPON
The weapon the character is equipped with.

BODY ARMOR
The body armor or clothes the character is equipped with.

SHOES
The shoes the character is equipped with.

SHIELD
The shield the character is equipped with.

HELMET
The helmet or hat the character is equipped with.

ACCESSORY
The special item the character is equipped with.

ATTACK VALUE
The character's Strength attribute plus any bonus points from items the character is equipped with. This indicates how much damage is inflicted on an enemy.

DEFENSE VALUE
The character's Vitality attribute plus any bonus points from items the character is equipped with. This indicates how much the damage inflicted by an enemy is reduced.

ACTION VALUE
The character's Wit attribute plus any bonus points from items the character is equipped with. This indicates the IP gauge movement speed. (For details of the IP gauge, see 44, "Action Turns & the IP Gauge."

MOVE VALUE
The character's Agility attribute plus any bonus points from items the character is equipped with. This indicates the character's movement distance in combat.

Skill Level Status Window

WEAPON SKILLS
A list of the weapon types that the character can use, including the skill level and experience value for each.

MAGIC SKILLS
A list of the magic attributes that the character has learned, including the skill level and experience value for each.

Combat

BASIC FLOW OF COMBAT

When the members of the party come in contact with an enemy character on the field, combat begins.

Note: Although you can identify the types of enemy characters on the field, you cannot determine their numbers.

Each character's combat actions are determined and executed separately. Combat proceeds in real-time except during the motions of executing magic, killer moves and enemies' special attacks, and while awaiting the input of party character commands.

Combat continues until all enemy characters on the screen are defeated or the Escape command is executed successfully. If all party characters are defeated in combat, then the adventure is over.

Combat results such as experience points earned are displayed, and then you return to the field screen where you first made contact with the enemy (see page 55, “End of Combat”).

Note: After returning to the field, the party characters will flash for a fixed time. Contact with an enemy while the party characters are flashing does not result in combat.

DIFFERENCES IN THE START OF COMBAT

Combat will begin differently depending on how you contact enemy characters. The positional relationships between the player characters and the enemy characters at the time of contact on the field affect the positions of characters on the combat screen and the initial state of the markers on the IP gauge.

To give your party the upper hand, either contact a character other than the leader of the enemy party or make contact when they are not flashing red. If an enemy character touches a player character other than the leader of the player party, then combat begins in a state where your party is placed at a disadvantage.

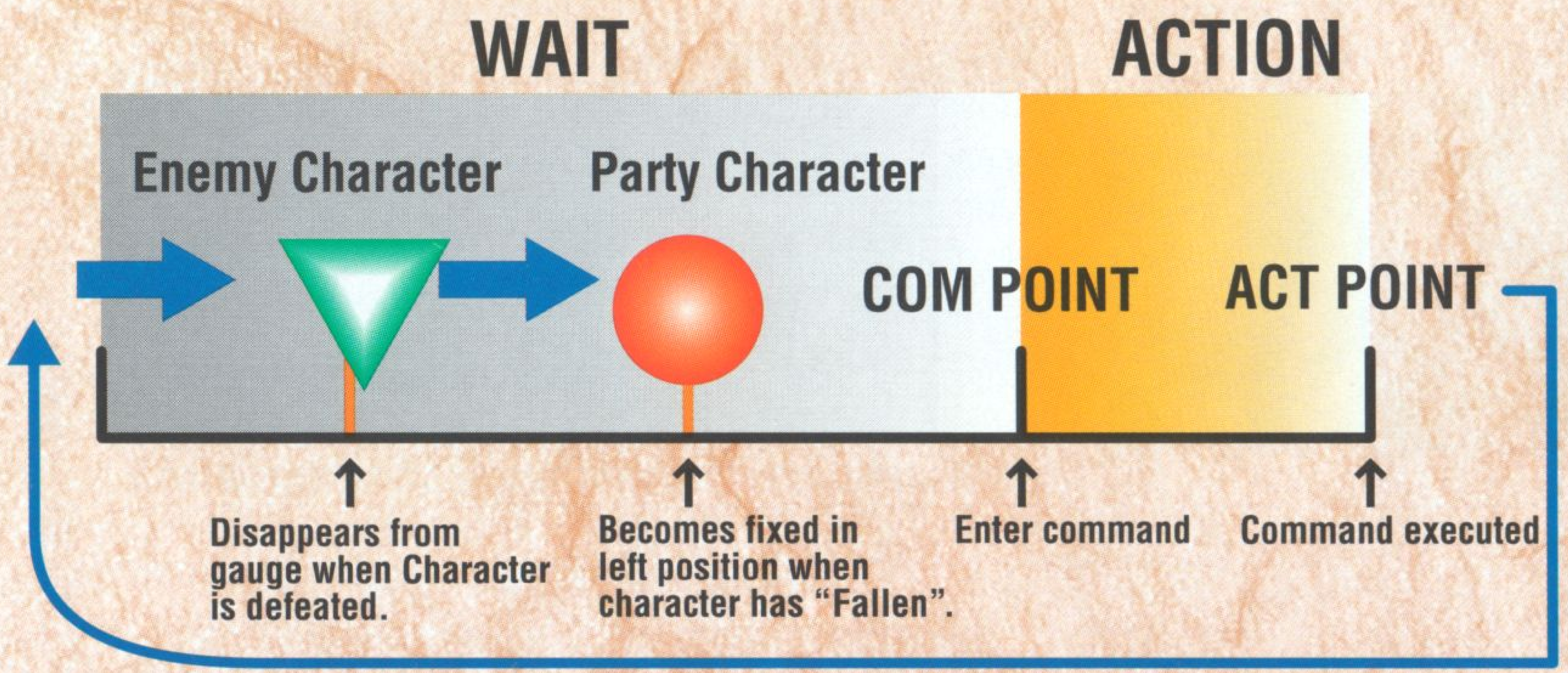
ACTION TURNS & THE IP GAUGE

In combat, characters stand by in their positions until their turn for entering new action commands comes.

Both enemy and party characters vie for turns to enter action commands in real-time. The markers for all characters move along the Initiative Point gauge (IP gauge) shown on this page.

Characters can enter commands in the order that they reach the COM point on the right side of the gauge. The speed of movement of the marker along the gauge depends on the Action attribute of the individual character.

IP Gauge



When a party character's turn comes, the screen action halts temporarily and the combat commands are displayed.

When you select a command (by highlighting it and pressing the × button), the screen action resumes. The command entered is not actually executed until that character's marker reaches the ACT point at the right end of the IP gauge.

The time it takes from the COM point to the ACT point depends on the type of command (generally the more powerful commands take longer).

Once a character's marker has reached the ACT point, it returns to the left side of the IP gauge regardless of whether the command entered succeeded or failed. (The point to which the marker returns depends on the command executed.)

Thereafter, the marker begins moving to the right again. This sequence is repeated as combat continues.

When the marker reaches the COM point . . .

. . . the combat commands appear above the character.

COMBAT SCREEN COMPONENTS

CHARACTER WINDOW

The HP values of party characters are displayed. Press the L1 or R1 button to display the MP or SP values. Characters suffering status disorders appear with the following icons:

Poison

Plague

Sleep

Confusion

Magic Block

COMBAT COMMANDS

A ring of commands appears above the head of a party character whose turn has come. Select the command you want to execute. (For details of the commands, see pages 49-54, "Combat Commands.")

HP GAUGE

Shows the relative amount of HP remaining for a specified character or a character who has suffered damage.

IP GAUGE

Shows the action turns of a character. (For details, see page 44, "Action Turns & the IP Gauge.")

COMBAT STATUS WINDOW

Displays detailed information about the specified character. (For details, see page 51, "Look.")

VARIOUS ICONS

The results of various actions of the characters appear in real-time with numbers and icons:

Character is waiting for an action to occur soon.

Character is trying to execute a special attack on his/her next turn.

Character has suffered counter damage (see page 49).

Character's action has been canceled.

Character's moves have been blocked.

Character's magic has been blocked.

The number of hits in consecutive attacks.

Character cannot attack because s/he is out of movement.

STATUS DISORDERS IN COMBAT

If a character's actions are somehow limited, an icon corresponding to the disorder is displayed on the Status line of the Combat Status window. There are two types of status disorders:

TYPE 1 These affect even the next combat (see 38, "Status Disorders"),

TYPE 2 These affect only the current combat. There are three disorders of this type, and all can be restored by using specific items.

SLEEP

The character is asleep. The icon appears when a character has suffered an enemy's Sleep special attack. This is also restored by being attacked by an enemy.

CONFUSION

A confused character indiscriminately attacks both enemy and party characters. The icon appears when a character has suffered an enemy's Confusion special attack.

PARALYSIS

A paralyzed character cannot perform any actions. The icon appears when a character has suffered an enemy's Paralysis special attack.

COMBAT COMMANDS

Combo

This is a quick combination attack consisting of normal attacks. Although each individual attack is not very powerful, the combination of multiple attacks may give more total damage than a critical attack. Select the enemy to attack. If the target of the attack has already been defeated, another nearby enemy will be attacked.

Counter Damage

Attacking a character who has already started his attack motion can inflict greater damage than normal.

Critical

This is a powerful single attack consisting of a normal attack. The time from entering the command until execution is long, so the character is susceptible to counter damage. However, critical attacks can cancel the actions of enemies upon which damage is inflicted. Select the enemy to attack.

Canceling Commands

Characters who have suffered attacks are moved slightly to the left on the IP gauge. But if a Critical attack or a special attack that has cancellation effects hits, the marker is moved far to the left. In addition, if an attack target is attacked while executing some action or on standby, that action can be canceled.

Note: To select a character, icon or enemy, highlight it and press the ✕ button. To back up, press the ● button.

Moves/Magic

Select this command to use the special moves or magic of each character. Select one of the Moves, Level 1 Magic, Level 2 Magic or Level 3 Magic, and select the move or magic spell you want to use. Depending on the effect of the move or spell, you may need to select the target. You cannot use a move (or spell) unless the character's current SP (or MP) value is equal to or greater than the SP (MP) consumed by the move (or spell) you want to use.

Currently Selected Magic Level

Current/Maximum MP

List of Magic Spells
Includes the magic attribute icon, magic spell name, spell's power and MP consumed.

Explanation of Effects

Skills Acquired
The weapon or magic attribute for which skill experience points can be acquired if used.

Note: When the Moves icon is selected, the "move name," "special points" (SP) consumed, and "weapon type" are displayed instead.

Recovery of Special Points (SP)

A character recovers consumed SP gradually after using Combo or Critical attacks or suffering damage from an enemy attack.

Items

Select this command to use a character's items in combat. Select the item to use from a list of items and then, if necessary, select the character to receive its effects.

Note: Items whose names are grayed out cannot be used.

Escape

Select this command to have the party characters retreat from combat. The gold pieces and items carried by defeated enemies are abandoned and no experience points are acquired. However, weapon, magic and skill experience are acquired. The greater the total of Movement attributes of the entire party, the higher the probability of successful escape. It may not be possible to escape from certain enemies.

Defend

Select this command to protect a character from enemy attacks. Select one of the two defense methods: Endure or Evasion.

ENDURE

Change a character's position to a defensive stance without changing his/her location on the combat screen. The Endure command reduces the damage from normal attacks and magic attacks to one-third their normal levels. The chance of suffering Poison or other status disorders is also reduced to one-third.

EVASION

Change a character's location on the combat screen. Select the destination from the available options. Executing this command increases your chance of evading enemy attacks until the next command is entered. The Evasion command lets you move to the enemy's blind spot; this is especially useful in combat with boss characters whose range of motion is limited.

Look

Select this command to display data on the selected character in the Combat Status window. Press/move the Directional Buttons/Left Stick UP/DOWN to switch between the party and enemy sides, and LEFT/RIGHT to select characters. There is no limit on how many times this command can be executed.

Note: You can also execute this command by holding down the ■ button.

NAME OF CHARACTER OR TYPE OF MONSTER

CURRENT/MAXIMUM MP

ACTION

Action character is currently executing or planning to execute.

TEMPORARY ABILITIES

Indicates the states of various abilities that are temporarily strengthened or weakened by magic or items. From left to right, these are: Attack, Defend, Action, Movement and Maximum HP. There are seven steps of (temporary) level increases or level decreases, but normally nothing is displayed. (A level increase is indicated by ▲ and a decrease by ▼.)

STATUS DISORDER

Tactics

Select this command to determine the type of action the party characters perform in combat. "Single tactics" are the settings for individual characters, while "party tactics" are the settings for the entire party.

Note: To select an icon or item, highlight it and press the ✕ button. To back up, press the ● button.

MANUAL

You will enter commands each time a character's turn comes. If you press the ● button while another tactic is in progress, the Manual tactic will be in play in the character's next turn.

PLAY FAIR

Use no moves or magic spells, and fight with normal attacks only. (A weapon's magic may be used.) This is convenient for fighting weak enemies or when you can win easily. (You can also press the ▲ button at any time other than during command input to use Play Fair.)

POWER UP

Use magic, items and the like to improve the abilities of party characters, and then fight.

WITHDRAW

Use only Evasion and Endure.

EACH OWN

Actions will be taken automatically depending on the personalities of the individual party characters.

SAFETY

Perform recovery actions frequently in order to prevent party characters from falling in combat.

GO WILD

Generously use powerful moves and magic.

MEANIE

Fight while making it difficult for the enemy characters to fight well.

Note: To cancel a tactic, press the ● button.

END OF COMBAT

If you are victorious in combat or succeed in escaping, the results of that combat are displayed. Press the × button to go to the next screen. After the Combat Results and Experience Points displays, you return to the field screen.

Experience Points: Bonus Earned

At the end of combat, the overall experience points, gold pieces and items earned are displayed. Overall experience points are added only to those characters that are not fallen (HP > 0) at the time of combat victory. Items are distributed automatically among the characters. However, if the items acquired would put the entire party over the total number of items that can be carried (12 x number of party characters), a screen for managing the item carried will appear. For details, see page 23, "Acquiring Items."

Combat Results: Skills Acquired

The skill experience points earned in that combat are displayed (WEAPON indicates the weapon type the character is equipped with at that time). The left column of each character window presents the skill experience points earned in that combat, while the right column shows the skill experience points after any level increase.

Note: When a Weapon skill level increases, the maximum SP also increases regardless of the weapon type. In addition, if the magic skill level increases, regardless of the magic attributes, the maximum MP increases by 2 points for one of the Level 1, Level 2 or Level 3 magics.

Combat Results: Experience Points

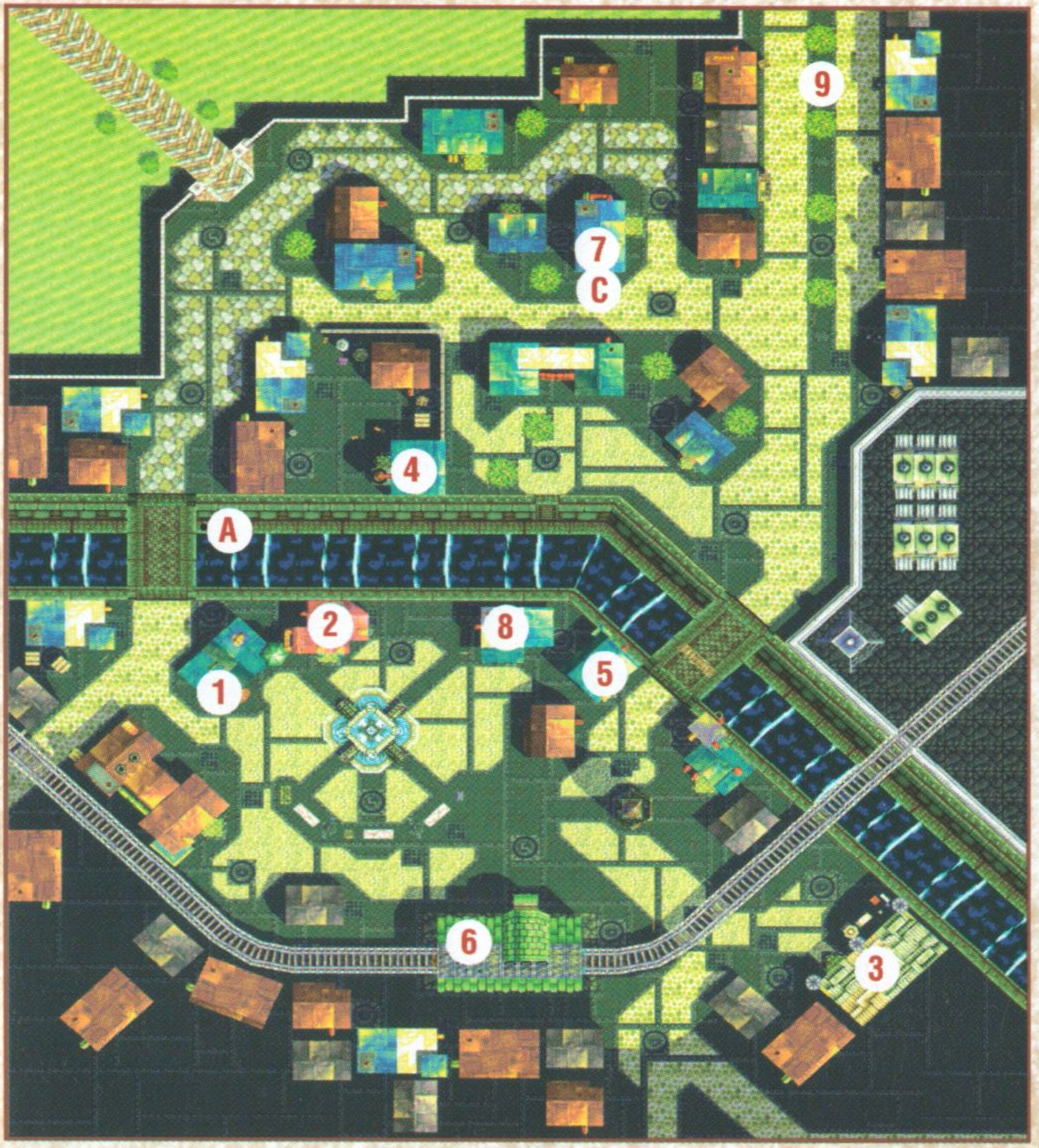
You can check the changes in the parameters of each character and the number of overall experience points required to go up to the next level. The number on the right in the EXP line is the number of experience points required to go to the next level, while the number on the left indicates the number of overall experience points earned so far.

Note: When the character advances a level, that character's strength (STR), vitality (VIT), wit (WIT), agility (AGI) and maximum HP values increase.

Maps & Hints

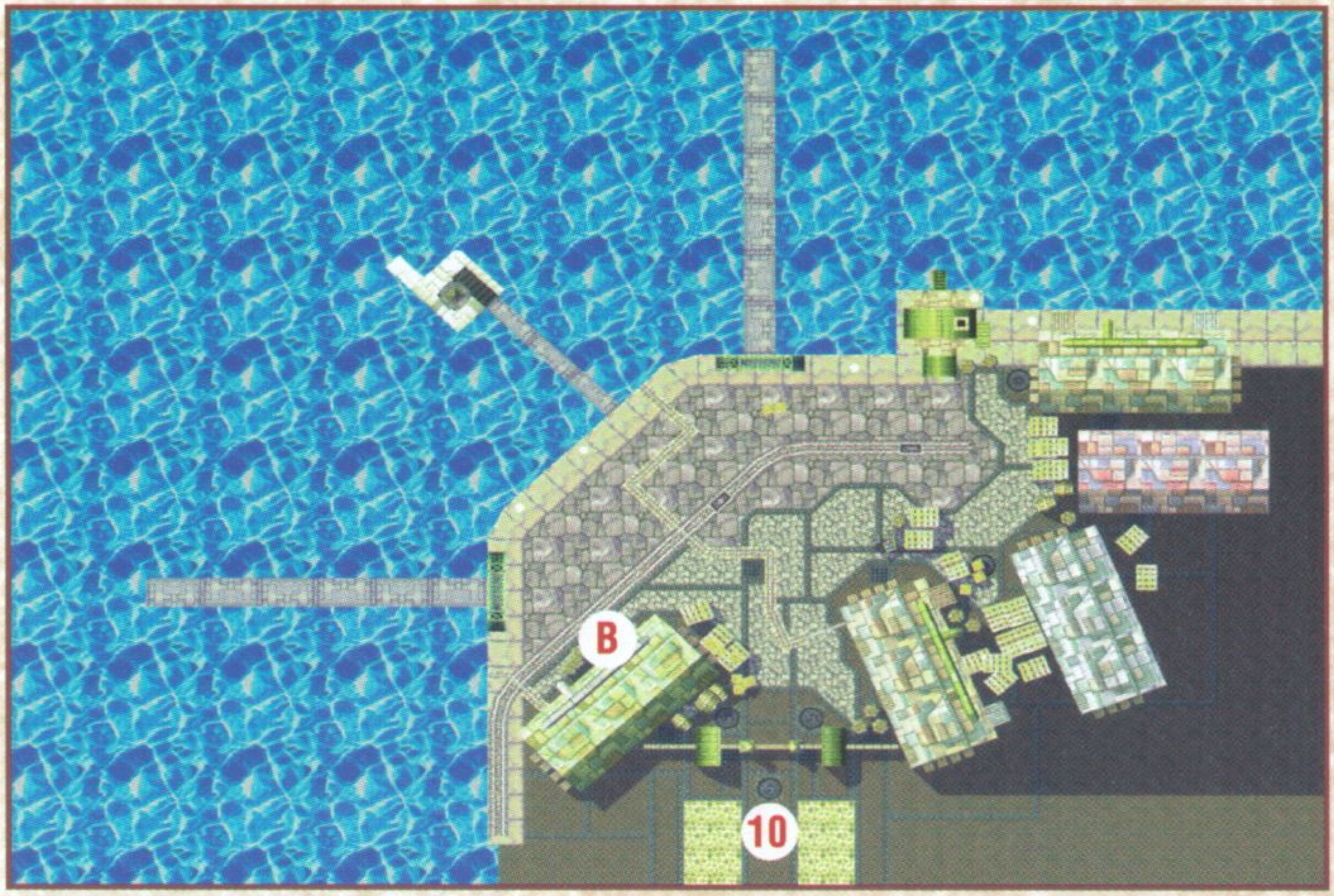
TOWN OF PARM

Town of Parm Map



PORT OF PARM

Port of Parm Map



1 Justin's House (Lilly's Seagull Restaurant)
2 Sue's House
3 The Baal Museum
4 The Underground Café
5 The Blue Marlin Restaurant
6 Train Station
7 Gantz's House
8 Item Store
9 To the Port of Parm
10 To the Town of Parm
A Warrior's Helmet (Battered Pot)
B Shield of Light (Pot Lid)
C Spirit Sword (Wooden Sword)

GANTZ'S DARE

Location of the Warrior's Helmet (Battered Pot)

A river divides the town of Parm in two. Two bridges cross the river. Climb down the stairs to the riverbank and look around at the foot of the bridge.

Location of the Shield of Light (Pot Lid)

Try going to the Port of Parm on the outskirts of town. If you search the port from end to end, you're sure to find it.

Hints to the Spirit Sword (Wooden Sword)

Try talking to Gantz's little brother, Tentz. If you answer "No way, . . ." to Tentz's question, he will tell you that he lost the key. Then try searching around the Underground Café.

Location of the Spirit Sword

The Spirit Sword is in the treasure chest in Gantz's house. Of course you can't open it until you get the key. Come back again once you have the key.

SULT RUINS - LEVEL 1

Map of Sult Ruins Level 1

1	10G	9	Rune Ring
2	10G	10	10G
3	10G	11	30G
4	10G	12	30G
5	30G	13	Ceremonial Rock Ax
6	30G	14	Dynamite
7	30G	15	Outdated Armor
8	Shiny Shoes	16	Resurrect Potion

DungeonScope Icon

Save Icon

Action Icon

SULT RUINS - LEVEL 2

Map of Sult Ruins Level 2

SULT RUINS EXPLORATION

Traps that Cause Damage

A player character who gets caught in a trap that causes damage will begin to flash. While the damage will reduce HP, a character will not fall due to the damage from a trap.

Watch Out for Traps!

On both Level 1 and Level 2 of the Sult Ruins, you will find traps where your footing will suddenly give way or your way will be blocked by boulders. Although you may not suffer much direct damage, it is easy to lose your sense of direction, so be sure to check your way while going forward.

Use Action Icons!

The first Action icon appears on Level 2. When you activate the icon, the stone column will fall and you will be able to go forward. The icon itself does not appear until you get close to it, so you could be wandering around forever if you don't pay attention.

LECK MINES

Get the Hand Grenades!

Before fighting against the Orc King in the deepest depths of the mines, be sure to collect all of the items everywhere throughout the dungeon. Hand Grenades in particular cause lots of damage, so don't waste them on other monsters. Keep them to fight the boss.

Beware the Orc King!

The Orc King has very powerful attacks, so you may suffer major damage from even a single attack. Keep an eye on the IP gauge, and when you see that an attack is coming, try to get in a Critical attack first to cancel the Orc King's attack. (For a detailed explanation of attacks, see the "Combat" section beginning on page 41.)

SKILLS & ATTRIBUTES

Raising Skill Levels

Skill experience points are earned depending on the actions you take in combat. Experience points are added to your weapons skills for actions using weapons, and to your magic skills for using magic spells. If you earn 100 experience points, the skill level goes up, and the HP or various other parameters set for that skill also go up. The parameters that go up for each skill can be checked using the Skill command in the Field Command window.

Increasing Attributes

Weapons (SP +1 for all weapon types)

- Dagger — Maximum HP +1 / Agility +2
- Sword — Strength +1 / Wit +2
- Ax — Maximum HP +1 / Strength +2
- Mace — Maximum HP +2 / Vitality +1
- Bow — Maximum HP +1 / Strength +2
- Whip — Maximum HP +1 / Wit +2

Magic (MP +2 for all magic attributes)

- Fire — Wit + 1
- Wind — Agility +1
- Water — Maximum HP + 1
- Earth — Strength +1

MORE ABOUT MAGIC

Learning Magic/Moves

To learn each magic spell or move, you must achieve a certain skill level (in up to three areas). You can use the Skill command on the Field Command window to check on the magic spells or moves that can be learned in the current state. Acquiring magic attributes can increase the magic spells or moves that can be learned, so check this out when you get an attribute.

Acquiring Magic Attributes

Mana Eggs found in dungeons or the like can be traded for magic attributes at magic shops in town. You can trade one Mana Egg for one magic attribute. (Some characters cannot acquire certain magic attributes.) The moves that consume SP are unique to each character. The list on the following page presents some of these moves.

Note: Page 66 lists some basic moves for each character. If you increase a character's weapon skill and magic skill levels, the character can learn even more powerful moves.

BASIC MOVES CHART

CHARACTER	MOVE NAME	WEAPON	TARGET	EFFECT
JUSTIN	V-Slash	Sword, Ax, Mace	1 Enemy	Attack 1 enemy with a V-shaped slash.
	W-Break	Sword, Ax, Mace	1 Enemy	Attack 1 enemy with a critical V-slash.
	Shockwave	Sword, Ax, Mace	Range	Range attack with shock waves.
	Midair Cut	Sword, Ax, Mace	1 Enemy	Critical spinning attack on 1 enemy.
SUE	Puffy Kick	Mace, Bow	1 Enemy	Attack 1 enemy by throwing Puffy.
	Rah-Rah	Mace, Bow	All Allies	Restore some HP to party by cheering.
	Fire Away	Bow	Range	Fire missile weapons at all enemies.
FEENA	Knifehurl	Knife	1 Enemy	Hurl knives quickly at 1 enemy.
	Randomhurl	Knife	All Enemies	Hurl knives around at all enemies.
	Para Whip	Whip	1 Enemy	Paralyzing whip attack on 1 enemy.
GADWIN	Eruption Cut	Sword	1 Enemy	Special attack on 1 enemy with power.
	Flying Dragon Cut	Sword	Range	Cutting range attack high in the air.
	Dragon Cut	Sword	All Enemies	Magic sword attack on all enemies.
RAPP	Mist Hide	Knife, Sword, Bow	Self	Warps instantaneously to another spot.
	Doppelganger	Knife, Sword	1 Enemy	Divide into many and attack 1 enemy.
	Missile	Bow	1 Enemy	Always hit target of 1 enemy.
	Fireball	Bow	Range	Range attack by throwing fireballs.
MILDA	Milda Kick	Sword, Ax, Mace	1 Enemy	No-range drop kick attack on 1 enemy.
	Splitter	Sword, Ax, Mace	All Enemies	Pounding quake attack on all enemies.
	Milda Hit	Sword, Ax, Mace	1 Enemy	Ultimate Milda combo hit on 1 enemy.
GUIDO	Mogay Shot	Bow	1 Enemy	Always hit 1 enemy.
	Mogay Hypo	Knife, Sword, Bow	1 Ally	Restores SP of 1 friend with a shot.
	Mogay Pickpocket	Knife, Sword, Bow	1 Enemy	10 tries to steal items from 1 enemy.

- *Note:* These are basic moves only. You may learn more advanced moves by increasing your weapon skills, magic skills and/or character level.

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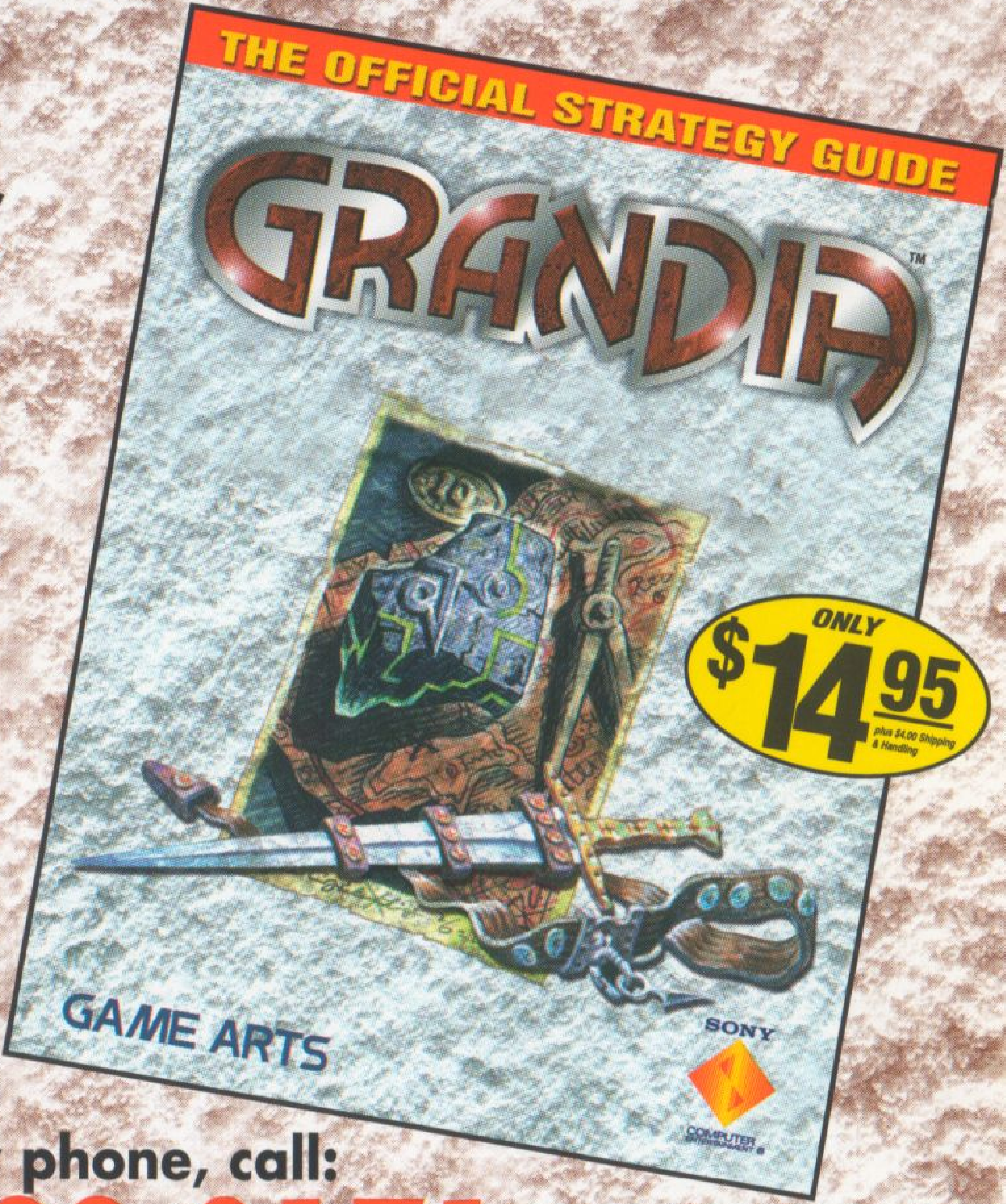

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